DAEMONIFUGE: EPHRAEL STERN'S LAST BATTLE

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WARHAMMER MONTHLY

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INQUISITOR

plus DWARFLORDS • SHADOWFAST

WARHAMMER MONTHLY

THAT'S IT! I'VE DONE IT! That Ephrael Stern – curse her for a miserable, do-gooding, interfering witch – is gone! Finished! And poor old Asteroth got his come-uppance too, tee hee hee! Let's see, the Dwarfs are stuck in the mountains, Defay is bound to get crushed by the mighty powers of Chaos, and that fool Shadowfast is being manipulated by forces he does not even begin to comprehend! It's almost too much! I could almost feel sorry for Lucanos Smugblade... Mmmm, okay, so that's a lie, I admit it! But am I sorry? Pah! You don't often get an opportunity like this and believe me I'm going to make the most of it. Now, where is the superior git?

BY THE EMPEROR! *I'm right behind you, Ork-dung, and I think perhaps we need to get a few things straight around here. Now, hold my choinsword for me for a moment. Oh, I'm so sorry, was it running? Well, you should know better than to grab it by the blade, you idiot! Don't snivel, it's a simple stitching job. Now, where was I? Oh yes: your scheming take-over bid for supremacy within these hallowed pages. Doomed to foil, I'm afraid. Firstly, Sister Stern will be back, you can count on that. And let's wait and see how Shadowfast and the Dwarfs make out – it's early days and I've a feeling they've got more than a few tricks up their sleeves yet. Oh, and as for my very good friend Inquisitor Defay, he seems to be doing rather well at the moment, does he not? Inquisitor 1, Daemon nil, I believe?*

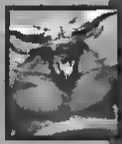
Next month it gets personal. Only in issue 12 of Warhammer Monthly.

Inside this comic...

*****NEW SERIES!*****
INQUISITOR
Chaos blights Nicodemus. Enter Inquisitor DeFay and his trusty servant, Gravier, in a brilliant new strip from Dan Abnett and Simon Coleby.

SHADOWFAST
The Wardancer, having unwittingly aided the foul Dark Elves, is forced to call upon the power of the mystical staff... with shocking results.

DWARFLORDS
Having escaped the Chaos Dwarfs Ethgrim, Olif and Bowli continue their journey home to Karak Kadrin – but something very strange is waiting for them in the World's Edge Mountains.



DAEMONIFUGE
Ephrael and Silas Hand's mortal souls are in peril! Beset by the twisted remains of the lost order of Adepta Sororitas, they come face to face with their true enemy at last...

PLUS! THE NURGLE COMPLEX!

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SOMEWHERE IN THE WARP...

LEG OF SNAKE and wing of cat! Eagle's spines and fin of hat! Bring me the secrets of the age! Bring me power beyond the dreams of sorcery! Bring me... Damnation! There must be something wrong with this scroll! These aren't the secrets of the age. It's just more letters from a bunch of impudent mortals! Now then, where did I go wrong with that incantation?

• As soon as I got my hands on *Warhammer Monthly* issue 6, I was sold. I am currently following the adventures of Ephrael Stern, Sister of Battle. The rest of the stories are way cool, of course, but this one is too good to be true. The very coolest thing, though, was the message saying that you might cast up some models of the most popular characters in the comic. I hope to see those miniatures soon. In the meantime, keep up the good work.
– Etoile Hoesen, Netherlonds

I have just read my first issue of *Warhammer Monthly*. What do I think? Brilliant! If you keep up the quality, I will keep reading. I hope you will run some strips with a Bloodbowl theme. I have never played any Warhammer games as yet, but this will be rectified by a trip to my local Games Workshop store in the near future.
– Kevin Atkinson, Stockton-on-Tees

• Wow! What an excellent comic! I love all of the characters, especially Grundhelm (I am a staunch Dwarf player) and Darkblade. Both of these should be made as models. I would love to see more Dwarf strips, and the new Dwarflords looks like it is going to be brilliant! The only strips I don't like are those without the proper background. Keep on going, and keep the strips coming.
– Richard Robbins, Whitchurch, Honts

✲ You'll find yet more pesky Dwarfs in Grudgematch next month, curse 'em!

• Brothers and sisters, I am compelled to retort to the Chaos Eldar Farseer, Karranie Straan. Has this unenlightened being not noticed the will of Leonatos, the divine faith of Ephrael Stern and the deeds of the other illustrious names, not to mention the holy power of Imperius Dictatio? All for the Emperor. Is it possible that all could be brought together to defeat those that stand against the Emperor and the Imperium? Well, the alarm is sounding and warning lights are flashing. This could mean that alien scum are attacking... or my micro-nuked meal is ready. Your servant,
– Galactic Missionary Paul Vasaitis, Sheffield

• What a great issue and a lot bigger too, superb! Daemonifuge was back on form, after last episode's dull-as-dishwater performance. The script was punchy and the art spectacular. All-action? You bet.

Bloodquest – yes! yes! yes! This strip oozes excitement from every panel. Colin MacNeil's artwork is on an all-time high. I am champing at the bit to see how it all finishes. Dwarflords looks a bundle of fun! I've never heard of Paul Davidson before but his art and script looks full-on. I would also like to support Michael Sidebotham's call for graphic novels. As for Karranie Straan... ha, ha, ha, foolish is the Slaaneshite who covets infamy without a full address!
– Lee Davis, Middlesex

✲ You again, eh? Curse your name! On the other hand, good point about the Slaanesh follower.

• I'd like the comic to come out only as frequently it does. After all, why change the title? I would also like to make one small complaint. It's the two characters who introduce the magazine, they are a tad, well, c**p to be honest. They are childish, unfunny and total unneccessary. How about using other members of the staff as the focal point on the letters and contents pages?
– Simon Holliday, Stockton-on-Tees

✲ Chip? Camp? Coop? Chap? Carp? You think we're some kind of fish, is that it? Funny fellow!

• Skaven shall rule all!! Kill kill! Listen to the glorious bell tolling! Kill kill men men!! The only thing needed for our takeover is some links to Warhammer Monthly on the internet!! Kill kill!! Skaven will then crush all in their path!! Kill kill! Rat-Ogres pour forth from the depths of the planet!! Kill kill men men!! The death machines of Clan Skyre's warlock engineers shall destroy enemies as they are made! Kill klli men men!! Nothing shall survive!!
– Grey Seer Chris Lang, Tosmonia

✲ Ugh! Vermin! How did that get in?

• Regarding you making some figures, my personal choice, other than those you listed would be for Yolanda, Katan (Predator and Prey), Vandal Feg and Marik, Captain of the Hybrean Hunters.
– Thomas Greenway, Poole, Dorset

✲ ✲ ✲

WRITE TO ME, HELLSPAWN!

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Games Workshop Ltd., Willow Road,
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OR EMAIL

publishing@games-workshop.co.uk

INQUISITOR

SCRIPT DAN ABNETT · ART SIMON COLEBY
LETTERS GORDON ROBSON

FROM 'THE LIFE OF DEFAY' BY HIS PUPIL GRAVIER--
"IN THE THIRD MONTH OF MY SERVICE TO THE LORD INQUISITOR, WE JOURNEYED TO THE CITY OF NICODEMUS, WHERE LATELY CHAOS HAD BEEN UNLEASHED.
"THE FORCES OF THE IMPERIUM HAD CLEANSED THE FILTH, BUT THERE STILL REMAINED THE QUESTION OF ITS CAUSE, FOR WHICH ANSWER, MY MASTER BEGAN HIS INVESTIGATION
"OUR PATH ALONG THE RUINED WATERWAYS WAS BLOCKED BY CHAOS SCAVENGERS THAT HAD BEEN DRAWN BY THE SCENTS OF DEATH

"WITH VIGILANT SPEED, THE INQUISITOR DREW HIS SIDEARM
BUT IT SEEMED THAT THE FOUL, DAMP CONDITIONS HAD JAMMED THE WEAPON
"I HAD BUT ONE CHANCE TO REACH THE BAGGAGE CHESTS..."
CLICK
BA-BOOM!

BABOOOM!
YYIIKKK!
AGHHH!
CURSE YOU!
BABOOOM!
B-BAMM!
B-BAMMFF!
BOOMMTHH!

QUICK WITS AND A GOOD EYE WELL DONE, GRAVIER
THANK YOU, INQUISITOR
PERHAPS I SHOULD CHECK YOUR SIDEARM, MASTER?
IT WOULD BE ILL IF IT MISFIRED AGAIN
THERE WILL BE TIME LATER
ACCORDING TO THE CHAPTER REPORTS, THE SUDDEN AND UNEXPLAINED ERUPTION OF CHAOTIC MATTER SPREAD OUT FROM HERE, BLASTING INTO THE CITY QUARTERS AROUND
WE MUST BEGIN OUR WORK
THE SEAT OF THE OUTBREAK WAS HERE
WHERE THE ROYAL WATERSTREET CROSSES ALCIBIDES CANAL
YES, KILLING FIVE HUNDRED AND LAYING WASTE TO THE AREA BEFORE IT WAS CONTAINED
CHAOS ALWAYS COMES FROM SOMEWHERE, PUPIL

"MY MASTER ENTERED THE OLD PALACE, WHERE OTHER SERVANTS OF THE IMPERIUM AWAITED HIM. I SUPERVISED THE SERVITORS AS THEY DE-BARKED HIS BAGGAGE."
I AM DEFAY.
I WISH TO SEE THIS SURVIVOR THE REPORTS SPOKE OF.
FOLLOW ME
STACK IT CAREFULLY.
OH, LEAVE IT THERE!
"THE SERVITORS WERE SLOW AND CLUMSY, AND I HAD LITTLE TIME TO WASTE.
"MY DUTIES WERE VERY DEMANDING. I HAD TO MINISTER TO THE INQUISITOR'S NEEDS, FURNISH HIM WITH TOOLS AND WEAPONS, AND ALSO RECORD FAITHFULLY HIS ACTIONS AND HISTORY.
"MY PREDECESSOR, HULKWIN, HAD DONE SO FOR NINE YEARS, AND I HAD YET TO BREAK HIS CLERICAL ENCRYPTION AND READ HIS RECORDS. THERE WAS MUCH ABOUT MY MASTER I DID NOT YET KNOW.

THANK YOU, GUARDSMAN, THAT WILL BE ALL
PUPIL. THIS MAN ALONE SURVIVED IN THE HEART OF CHAOS UNSCATHED. HE CAN BEAR WITNESS TO ITS CAUSE. BUT TERROR HAS STOLEN HIS VOICE
WE MUST PERSUADE HIM TO SPEAK
"FOR THREE HOURS, MY MASTER DELIVERED BARRAGES OF QUESTIONS TO THE MAN, WHO COWERED LIKE A FRIGHTENED ANIMAL
"IT SEEMED TO ME HE WANTED TO SPEAK, BUT COULD NOT...
"THEN, TO MY SURPRISE, MASTER DEFAY ASKED FOR MY OPINION"
WHAT THINK YOU, GRAVIER?
ME, MASTER? WHY, I...
...I FEEL SOMEHOW THAT HE WOULD SPEAK IF HE DARED.
"SOMETHING IN THE WRETCH'S EYES TOLD ME I HAD STRUCK UPON THE TRUTH...

"UNWITTINGLY, THIS MAN POSSESSED PSYCHIC ABILITY. THE INSINUATING EVIL OF CHAOS HAD MADE HIM THEIR GATEWAY
"HE HAD CONTAINED IT AFTER HIS FIRST ERUPTION, BUT NOW HE LAY, NOT DARING TO SPEAK, HOPING SOMEONE WOULD COME AND UNDERSTAND HIS PLIGHT AND GRANT HIM PEACE
"HE WAS THE DOOR TO DARKNESS, THE CAUSE OF THE OUTBREAK, AND AS WE UNDERSTOOD THIS, HE COULD CONTAIN HIS POWER NO LONGER."
MASTER, YOUR WEAPON IS JAMMED!

BLAM BLAM BLAM BLAM BLAM!
IT IS NOT JAMMED NOR WAS IT EARLIER
A MASTER MUST ALWAYS TEST HIS PUPIL
YOU PROTECTED YOUR MASTER WITHOUT QUESTION YOU HEARD THE TRUTH EVEN WHEN IT WAS SILENT
YOU WILL BE AN INQUISITOR YET, GRAVIER
LORD INQUISITOR
BURN EVERYTHING
LET NOT ONE SHRED REMAIN
TO BE CONTINUED

THE WARDANCER SHADOWFAST HAS BECOME INEXPLICABLY LINKED TO A MYSTICAL STAFF. A STAFF WHICH IS CAPABLE OF RAISING THE ELVEN DEAD.
IN SEARCH OF ANSWERS HIS QUEST HAS DRAWN HIM TO THE VAULTS MOUNTAINS
WHERE HE FOUND SKAVEN IN PITCHED BATTLE AGAINST ELVEN SCOUTS!
AND SO, SHADOWFAST ENTERED THE FIGHT, ONLY TO DISCOVER THE TRUTH
...DARK ELVES!
THE SCUM OF NAGGAROTH!
SHADOWFAST
SCRIPT MICHAEL BROWNE ART SIMON HARRISON LETTERS KID ROBSON

WHY SHOULD DARK ELVES BE IN THE VAULTS ?
TO AID OUR MASTER, OF COURSE !
HE SEEKS THE STAFF ! WE KNOW OF ITS PROPERTIES AND THE POWER IT COMMANDS !
THEN YOU ARE NOTHING BUT LACKEYS, SENT TO FETCH AND CARRY !!
AYE, BUT I'LL MAKE YOU BEG TO GIVE ME THE STAFF !
URGH !
NAGGAROTH ITSELF COULD NOT FORCE ME TO SURRENDER !
SURRENDER ? I DON'T WANT YOU TO SURRENDER WOODLING ! I WANT YOU BROKEN !
NEVER !
BY KURNOUS, I'LL DRIVE YOU ALL INTO THE DUST !
ARGH !
BRAVE WORDS WARDANCER DO YOU INTEND THE SAME OF MY COMRADES ?
WHAT ?

CLOSE BY IN THE CASTLE OF DRAKASH BONESEER, THE NECROMANCER WATCHES THE FIGHT BELOW WITH INTEREST
IT GOES WELL. KATRAR AND HIS WARRIORS HAVE THE WOOD ELF SURROUNDED!
YET THE WARDANCER IS KEEN, STRONG. HIS DEAD CARCASS WILL MAKE A FINE ADDITION TO
BONESEER!
YES...YES, LORD!
THE TIME OF POWER DRAWS NEAR. HAVE MY DARK ELVES BROUGHT YOU THE STAFF
NO! YET IT IS CLOSE. THE BONES TELL ME THAT IT IS VERY CLOSE!
THE WARDANCER HAS UNWITTINGLY SERVED US WELL. MUCH BETTER THAN THAT TIRESOME OAF NAGTOR RAKA!
STILL, HE IS NOT ONE OF US. MAKE SURE HE DOES NOT COME TO THE CASTLE ALIVE OR DEAD!
SEND OUT YOUR OWN SERVANTS AND LET THEM BRING ME THE STAFF!!

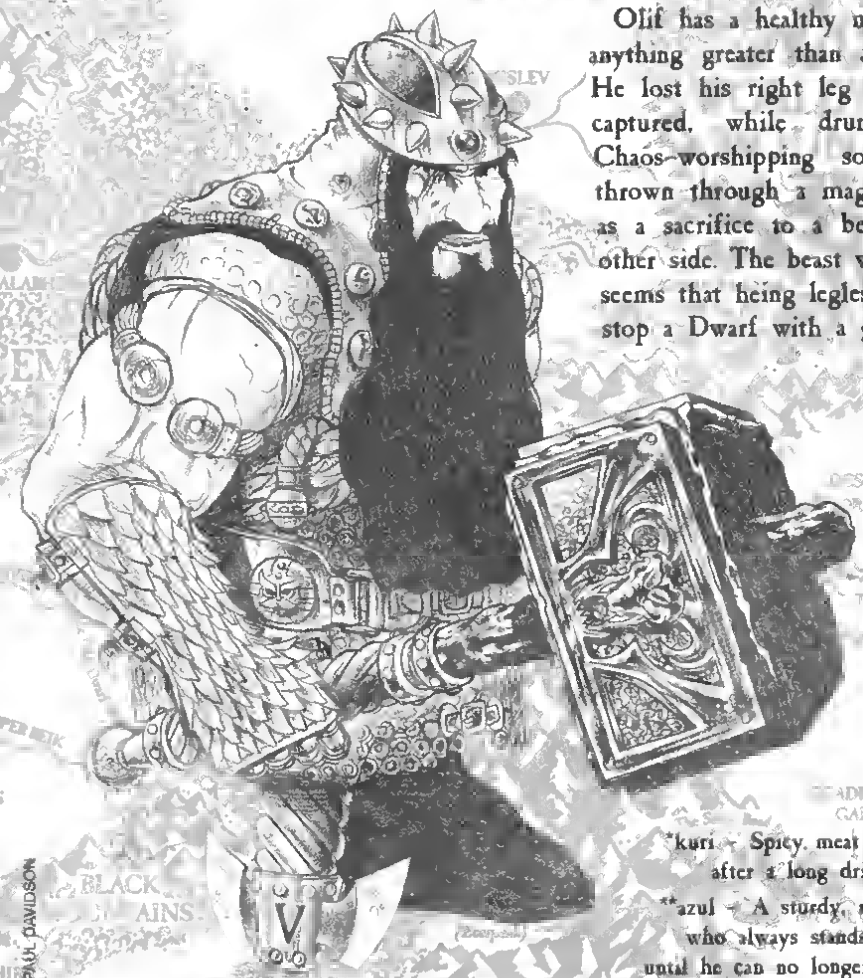
AARGH !!
NOT SO ARROGANT NOW, ARE WE, MY WEAKLING COUSIN ?/
IN NAGGAROTH, I WOULD SPEND MANY DAYS SKINNING THE FLESH FROM YOUR BONES !
HERE, DEATH SHALL COME QUICKER STILL, ONLY WHEN I SAY SO, WARDANCER !!
GIVE ME THE STAFF !
NO !
URGH !
COME, BROTHER, I WOULD USE THE STAFF I WOULD SEE ITS POWER GIVE IT TO ME !
UHN ! SEE ITS POWER ? VERY WELL
LET ME SHOW YOU THE DARK POWER IT HOLDS !
NOO !!

"SHADES RISE!"
WOOD ELF, YOU PRESUME TO SUMMON US?
IF I MUST TO SURVIVE / NOW--SLAY THEM!
WHAT IS THIS? MALHIR, NO! IT IS I, KATRAR!!
I AM BOUND AGAINST MY WILL
BOUND TO KILL!
ENOUGH! ENOUGH!
THE STAFF-- IT WILL NOT CEASE!
UGH! DAMN YOU, WARDANCER!
WHAT IS YOUR BIDDING NOW, WOOD ELF SCUM?
THE DEAD STILL RISING?
WHAT HAVE I DONE?
YOU HAVE RAISED US WITH THE STAFF, YET...
WE ARE BOUND TO ITS TWIN POWER!
WHAT POWER? WHERE?
THE POWER OF DRAKASH THE BONESEER! SEE, HIS CASTLE!
THEN, THAT IS WHERE I MUST GO!

IN THE CASTLE, THE DARK ENERGIES OF THE NECROMANCER SUMMON UP THE DEAD FROM THEIR RESTING PLACES !
AN UNDEAD ARMY RISING TO OBEY THEIR MASTER TO KILL SHADOWFAST AND CLAIM THE STAFF !
YET SHADOWFAST IS NOT WITHOUT SERVANTS OF HIS OWN
"THIS IS THE PLACE, I FEEL THE STAFF WILLING ME TO ENTER
"DRAWING ME ON TO WHAT ?
"PERHAPS IT ALL ENDS TONIGHT "
BUT THIS IS TO BE A THREE WAY BATTLE
KILL KILL ! THE GATES ARE OPEN NOW THEY DIE DIE !
TO BE CONTINUED...

Olif Thumpcrush

OLIF Thumpcrush is the second son of Ori Ironbeater, one of Karak Kadrin's oldest and most renowned metalsmiths. Because of this heritage, Olif favours the traditional Dwarf hammer for a weapon. Due to his truly titanic appetite for strong ale and kuri*, Olif is regarded by his Dwarf companions as an azul** and will often be found in the drinking halls of Karak Kadrin.



Olif has a healthy mistrust for anything greater than 5 feet tall. He lost his right leg after being captured, while drunk, by a Chaos-worshipping sorcerer and thrown through a magical vortex as a sacrifice to a beast on the other side. The beast was slain. It seems that being legless does not stop a Dwarf with a grudge!

PAUL DAVIDSON

*kuri – Spicy meat stew popular after a long drinking session

**azul – A sturdy, reliable Dwarf who always stands his rounds until he can no longer stand at all!

DWARF LORDS
4: Restaurant at the World's Edge Mountains.
WRITTEN & DRAWN BY PAUL DAVIDSON
LETTERS BY GORDON ROBSON
THE WORLD'S EDGE MOUNTAINS, WHEREIN LIES THE STRONGHOLD OF KARAK KADRIN. THE LONG JOURNEY HOME IS ALL BUT OVER. ETHGRIM, OLIF AND BOWL! HAVE LEARNED OF A SHORT CUT TO PEAK PASS WHICH WILL CUT WEEKS OFF THEIR LONG JOURNEY HOME.
EVEN THIS BLEAK AND GENERALLY INHOSPITABLE REGION HOLDS A FEW WELCOME SURPRISES.
WHAT DO YOU THINK, RAOULK? I DON'T SEE BLOOD IN THEIR EYES.
AT LEAST NOT TODAY, BROTHER MAOULK. BY THE LOOK OF THEM, THEY ARE IN NEED OF FOOD AND DRINK.
MOTHER WILL SEE TO THEIR EVERY NEED.
THAT'S THE WAY TO THE ALE HOUSE DON'T LOOK DOWN NOW
OH, ER. TA VERY MUCH.
NICE FOR MOTHER TO HAVE SOMEONE NEW
NOT WRONG THERE, BROTHER
I'VE GOT A FEELING THEY'RE GOING TO BE SPOILED.

SMELL THAT? THE AIR IN THE MOUNTAINS IS LIKE NO OTHER
HOW CAN I SMELL ANYTHING WITH YOUR BACK END IN MY FACE?
STOP SHAKING THE ROPE, BOWL! I'VE ONLY GOT ONE FOOT, REMEMBER? ANYWAY, SOMETHING FEELS WRONG.
WILL YOU TWO STOP GRIPING?! THE FIRST TIME IN WEEKS NO ONE HAS TRIED TO KILL US. THERE'S ALE AND FOOD ON THE WAY, AND YOU'RE ACTING LIKE GRIKS! *
* A PAIN IN THE NECK.
COME IN. COME IN!
I'VE JUST THE THING. DON'T FORGET TO WIPE YOUR FEET.
OOH! MAOULKY AND RAOULKY NEVER MENTIONED THEY WERE HAVING FRIENDS FOR SUPPER! YOU'RE JUST IN TIME

YOO-HOO! UP HERE, BOYS, DON'T BE SHY!
EAT UP, BOYS, THERE'S MORE BIRDS AND MUSHROOMS ON THE BOIL. CAN'T HAVE MY GUESTS WASTING AWAY. THE BEER SHOULD WASH AWAY THE COBWEBS, YES?
MUCH APPRECIATED
A FEW BEERS LATER...
WENCH...BRING SOMETHING WITH A LITTLE MORE BITE!
OH YES... RIGHT AWAY
HEEY! THE CREEPY ∃hic'E TWINSSS, COME AND JOIN HSSS ∃hic'E WATSH YER POISHUN?
YOU'RE DRINKING IT, DWARF!
ZZ
ZZ

NIGHT, NIGHT! DON'T LET THE CAVE-BUG BITE!
LATER...
AARGH. MY HEAD GUESS I CAN'T HANDLE ME DRINK LIKE I USED TO
HOLD ON, THIS ISN'T RIGHT. WHERE AM I?
ST! ST! ST! ST!
!?!
AW NO, NOT AGAIN!
AAARGH!!
ETH!
ETH!!
GET SWINGING!
JUST A BIT CLOSER
WHAT IS IT WITH PEOPLE?!
READY? LET'S DO IT!

OOF!
OW!
SMAK!
KRAK!
LET'S THANK THEM FOR THEIR HOSPITALITY.
I THINK IT CAME FROM THE CAGE.
SMAK!
IF I'VE TOLD YOU ONCE, I'VE TOLD YOU A THOUSAND TIMES - NO FIGHTING IN THE HOUSE!
STRAIGHT AWAY, MOTHER. ARE THEY GIVING YOU A HEADACHE?

JOIN THE..
SMASH!
HOLD ON TO SOMETHING!
MOTHERF...!
≥SOB!≤ MY BEAUTIFUL ALE-HOUSE! MY BOYS.. ≥SOB!≤
BY GROM! WHAT A PARTY!
OI! YOU SICK HAG, WHAT DID YOU DO WITH ETHGRIM?
HE'S BEEN PLAYING WITH TORAN.
WHO'S TORAN?
SSSS

IN THE REALM OF PLAGUE, NURGLE, THE BLOATED GOD OF EFFLUENCE, CRAFTS HIS PLANS TO SPREAD DISEASE AND DECAY ACROSS THE LANDS OF MAN
THE ROTTING CADAVERS OF MOUSILLON SIGH MY NAME, MERCIFUL FOR THEIR ROT!
THE PLAGUE WINDS ARE MINE ON WHICH I COMPOSE LOVE POEMS OF DEATH AND PESTILENCE TO CARRY MY MESSAGE!!
I AM THE CHOSEN ONE OF NURGLE, FOR AM I NOT CAST WITHIN HIS PUTRID IMAGE?
HIS DISEASE IS MY DISEASE, IN WHICH I REVEL AND IN TURN I GIVE TO THE WORLD IN SUCH BLOATED POXES
ALL PUS THAT OOZES AND WOUNDS WHICH DON'T HEAL ARE MINE!! ALL IS GANGRENE!!
SOON I SHALL UNLEASH THE RED POX AMONGST THE HUMANS OF THE OLD WORLD AND HOW THEY WILL PRAISE MY NAME
...FOR I AM NURGLE LORD OF DECAY!!
the NURGLE complex
script: MICHAEL BROWNE art: SIMON COLEBY
letters: GORDON ROBSON
DECAY...
HUH? WHAT IS THIS? A VISITATION FROM ONE OF MY FELLOW CHAOS GODS!! SUCH EFFRONTERY DO THEY NOT KNOW WHO

...MUST...FUEL... MY DECAY...PREPARE FOR THE SPREADING OF DISEASE...FOR AM I NOT THE CHOSEN ONE OF UNCLE NURGLE, UNCLEAN IN HIS OWN IMAGE ?
SUCH CORRUPTION I SHALL SPREAD...
GAKK !!
...NURGLE'S ROT TO YOU ALL !!
THE END ?

An Interview with Kev Walker

UNLESS YOU, too, have been locked in a spartan cell churning out mad Chaos ravings, you surely couldn't have failed to notice that this issue sees the concluding episode of the incredible Daemonifuge – or at least the first book. (Yes, don't fret: there is more on the way.) So what better time, we thought, to invite the series' creator, co-writer and artist Kev Walker down to the Black Library to talk about what makes him – and Ephrael Stern – tick. Kev very kindly brought down some of his rough sketches and computer files to show how a typical strip is developed.

Warhammer Monthly: *So Kev, how long have you been working in comics?*

Kev Walker: I did my first strip in 1987, but I've been reading them since I was, well, young.

WHM: *What strip did you start with, and what other strips have you worked on since?*

KW: Tharg's Future Shocks in 2000 AD came first; after that I'm afraid it is a bit of a long list. There was Rogue Trooper, which I worked on with Steve Dillon, then Harlem Heroes. My first colour strip was ABC Warriors, books 1 and 2 of the 'Khronicles of Khaos' storyline, then Judge Anderson: Childhood's End, then back to ABC Warriors again with books 1 and 2 of Hellbringer; a Judge Dredd three-parter called 'Fast Food', and then Mercy Heights.

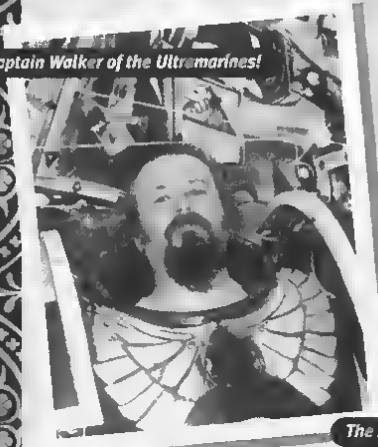
In between, I also worked for Games Workshop for a year as an in-house artist, did some work for the computer game 'Perfect Assassin', and concept work for the Judge Dredd movie. I've also done quite a bit for a certain well-known collectable card game, which I won't name. Recently, of course, I've been busy with Daemonifuge.

WHM: *Yes, let's get on to that. Where did the idea for the awesome Daemonifuge strip come from?*

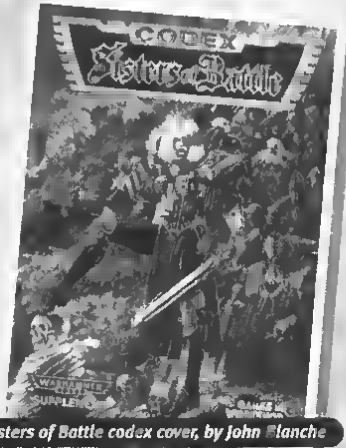
KW: Ah, dead simple: John Blanche's brilliant cover for the Sisters of Battle codex. That was all I needed.

WHM: *The Daemonifuge script, co-written with Jim Campbell, is great, but it has to be said it's the artwork that's been getting the most attention. It really is stunning, like watching a movie. How do you achieve all those amazing effects?*

KW: I work on a Macintosh computer, which sounds very techy, but actually I just use it like it was a brush and inks. It's just a tool. To start with, I scanned in pencils and inks, but now I just scan in the original pencil sketches. As a guide, I guess, in the later episodes, everything that isn't a black line is computer generated. I use a



Captain Walker of the Ultramarines!

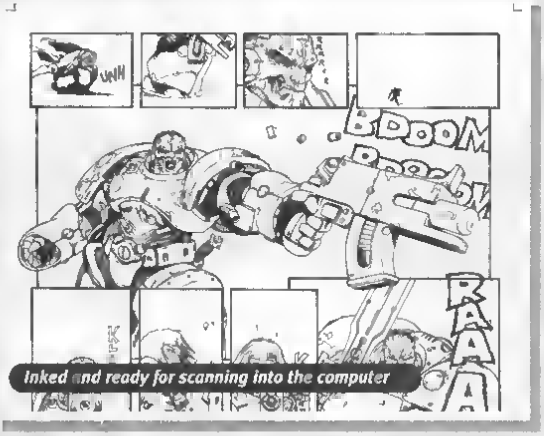


The Sisters of Battle codex cover, by John Blanche

The first pencil sketch (see episode 2, page 4!)

program called Bryce to do all of the 3-D modelling; then I add all the lighting effects, airbrush in shading, etc, in Photo-shop. Sometimes I even scan in photos of bits of machinery, etc, and work on top of them.

WHM: *You must have a really whopping great computer then...*



Inked and ready for scanning into the computer

KW: Ahh! [LAUGHS.] Not at all. Most of Daemonifuge wasn't even done on a Power Mac, although I've got one now, which I used for the last episode! Talking about computers makes me sound like a geeky nerd, though, so we won't get into all that.

WHM: *Sure. Changing the subject slightly, who were, or are, the comic artists that influenced you the most.*

KW: That's a horrible question. Have I really got to answer?

WHM: *Yes.*

KW: Okay then, some names off the top of my head... Brian Bolland, Mike McMahon, Carlos Ezquerra, Simon Bisley, Glen Fabry – and book artists like Jim Burns. Oh, and anybody that has listened to me when drunk at conventions.

WHM: *That's the artists covered. What about writers, who do you really rate?*

KW: Anybody that is still working.

WHM: *Be a bit more specific.*

KW: Alan Grant, Pat Mills, Robbie Morrison, all the guys I've worked with. British guys, mostly; I haven't done all that much work for American comics.

WHM: *Which comic strip are you most proud of? If you could only have done one, which would it be?*

KW: The next one. I always think the next one will be better that the last.

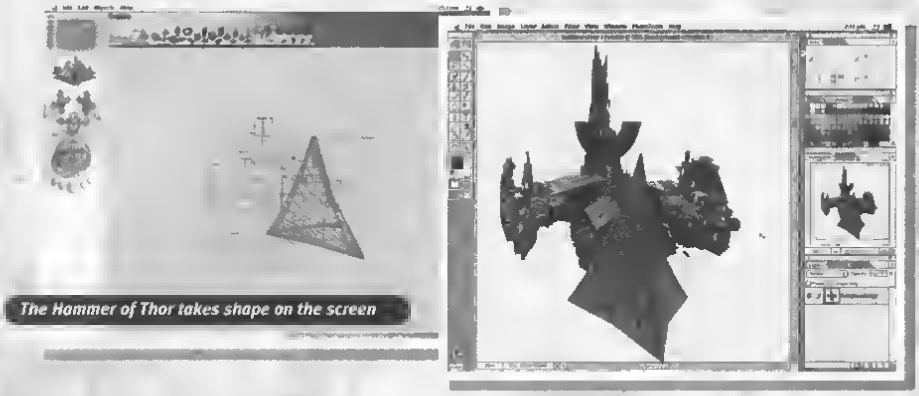
WHM: *So what makes a good comic?*

KW: Paper and ink.

WHM: *Ahem. Okay, let's try a different approach then. What makes a good story?*

KW: Words. [LAUGHS AGAIN.] Sorry, but stories are very subjective, very personal. It's not my job to judge a story, I leave that to editors. If an editor says

The computer-shaded page, ready for lettering



The Hammer of Thor takes shape on the screen

draw it, that's good enough for me.

WHM: *Right, final comic question. If you could draw any comic character who would it be?*

KW: Howard the Duck! No, I can't say that, can I? I guess I'm expected to say Batman or Superman, but so many great artists have done those guys I think I'd find it difficult to compete. I would really like to give a new spin on something obscure, give it new life. Dan Dare, yeah, that would be cool, although I don't think anyone would publish Dan Dare today.

WHM: *Let's get away from comics for a while and venture out into the big wide world. You mentioned earlier on that you've worked for Games Workshop before.*

KW: As I said, I started out as a freelance artist, back in 1987, but in 1990 John Blanche was putting together an in-house studio of artists, guys like Paul Bonner. He asked me if I'd like a job, and as I was particularly poor at the time I said 'If you want me, you've got me'. I was at Games Workshop for just over a year, doing stuff for White Dwarf, like RuneQuest illustrations, artwork for Space Hulk and Deathwing, weapons illustrations for Adeptus Titanicus and similar early games.

WHM: *And the Judge Dredd movie, how did you come to be involved in a Hollywood blockbuster?*

KW: I had nothing to do with it really; they got in touch with me. Danny Cannon, the director, wanted some artist from 2000 AD to work on the concept designs for the films. He drew up a short-list and I was available, and cheap!

WHM: *So what did you actually do for the movie?*

KW: My job was to draw up designs for the look of Mega-City One: buildings, vehicles, costumes, shuttle craft, etc. Setting the style. I didn't have to worry about what was practical or possible, or what they could do with their budget, that was somebody else's job.

WHM: *Continuing the movie theme, what is your favourite film of all time – and you can't say Judge Dredd.*

KW: Star Wars, definitely.

WHM: *The first film?*

KW: No, the whole trilogy. They count as one choice in my video club, they come in one box.

WHM: *Okay, what's your favourite book, and what was the last book you read?*

KW: The last book I read was Diaspora by Greg Egan. It's science fiction, surprise, surprise. My favourite books would be the Saga of the Exiles by Julian May.

WHM: *Let's round things off, we have your favourite films and books, so let's try the other stand-bys: music and food?*

KW: Music-wise I listen to lots of classical and lots of metal, but whatever it is it must be epic. That's the best way to describe my music taste, epic; it's gotta be big! And food, well, cooked is best!

WHM: *I thought you might say something like that. Final question: what's next from you in Warhammer Monthly?*

KW: Anything you'll let me do! [CHUCKLES.] Seriously, first thing is a Bloodquest cover to accompany the second book next year. Then it's straight on with Book II of Daemonifuge.

WHM: *Can't wait! Thanks a lot, Kev.*

INTERVIEW BY WARWICK KINRADE

DAEMONIFUGE

SCRIPT Jim Campbell & Kev Walker
ART Kev Walker
LETTERS Fiona Stephenson

* OUR QUEST WAS ALMOST ENDED
HERE IN THE SHADOW OF THIS SCREAMING CASE THE ENGINEERS OF MY MADNESS WERE EXPLAINING EVERYTHING
WHILST THE FORCES OF CHAOS TRIED THEIR BEST TO STOP THEM!
THE MASS MIND OF CURSED SORORITAS HAD MANY SECRETS STILL TO CONVEY
AS THEIR OWN KEEPER OF SECRETS, I WAS PERFECT FOR THE TASK. MY MIND SOAKED UP THEIR KNOWLEDGE LIKE A SPONGE
INQUISITOR HAND! WE ARE SORELY PRESSED! WE MUST FALL BACK TO A MORE DEFENSIBLE POSITION!
NO!
EPHRAEL MUST BE PROTECTED, ELSE WE ALL DIE FOR NAUGHT!

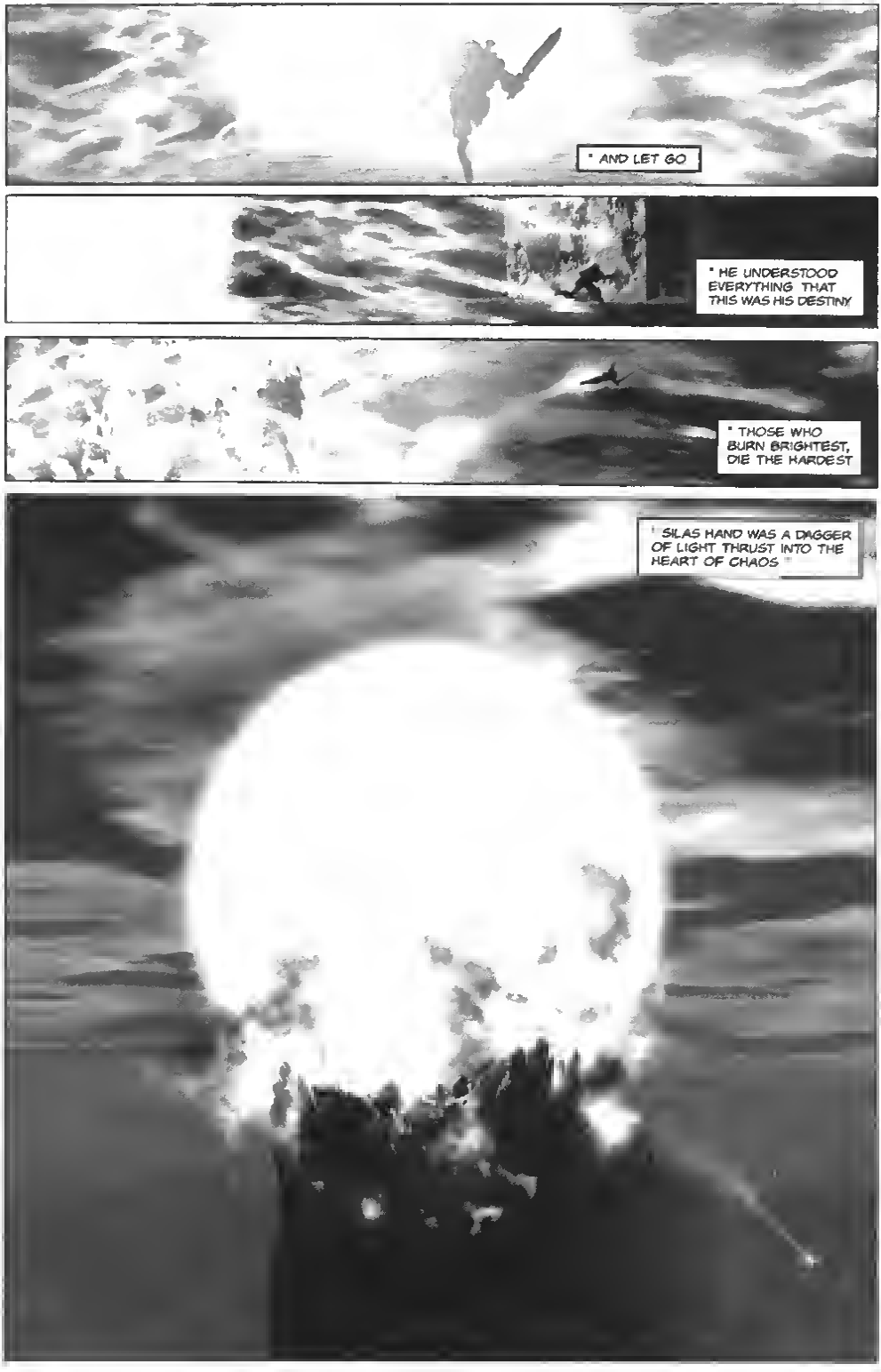
WE MUST MAKE HASTE.
GREATER SPEED MAY DAMAGE HER
OR THE DATA
NEEDS MUST
ARRGH!
TAKE IT ALL, EPHRAEL STERN! TAKE ALL OUR KNOWLEDGE AND GUARD IT WELL!
EM'EROR PRESERVE US...
NOW DO WE FALL BACK?
IT RETURNS!
LONG SHALL BE YOUR SUFFERING, JOYOUS BE YOUR PAIN.
ALL YOUR SECRETS DIE HERE WITH YOU
IT IS DONE
OOF

SISTER STERN! FORSIVE US WE CANNOT PREVAIL AGAINST SUCH AS THIS!
UHH... NOW IS NOT THE TIME FOR DOUBT SILAS HAND THE END IS
... AND I PROMISED THAT YOU WOULD KNOW EVERYTHING
KNOW NOW...
FALL BACK! PROTECT EPHRAEL STERN!
THE ORDER OF BLESSED INQUIRY HAS NO MORE NEED OF
BUT THEY HAVE ONE REQUEST OF YOU
NO!

" THE SEVEN HUNDRED TORTURED SOULS OF THE LOST ORDER FOUND A VESSEL, A CONDUIT FOR THEIR DESIRE TO BE AVENGED
" THEY COULD NOT HAVE FOUND BETTER THAN SILAS HAND "
I KNOW YOUR NAME, ASTEROTH
AND IT WILL BE THE NAME OF ALL THAT BOW BEFORE THE LIGHT
GREAT IS YOUR SOUL-FIRE, MORTAL. GREAT SHALL BE YOUR PAIN!!
IMPERIUM STEEL AND A TRUE HEART WERE EVER A MATCH FOR SUCH AS YOU!
BRAVE LAST WORDS!
AARRRGH!
NO!
NOT YET... KOF -
NOT LIKE THIS...

RARRRRRGH!
ALL WILL DIE HERE!
SMOK
UNGH!
I AM SILAS HANG, CHOSEN OF THE INQUISITION. I AM THE FIST OF THE EMPEROR HERE, AND I DECIDE WHO DIES!
FZAAK!
NYAARGHH!
BAWOOM

A WARP GATE!
THE DARK ONE FLEES!
SILAS! WE MUST GO!
NO...
IF WE RETREAT NOW HCK.. CHAOS WILL... UNGH. FOLLOW OUR LIVES ARE NOTHING COMPARED TO ULLKK.. THE LIGHT OF THE EMPEROR
SHE'S RIGHT!
YOU MUST TELL THE ECCLESIARCHY OF ALL THAT HAS PASSED HERE, PASS ON THE KNOWLEDGE... NOTHING ELSE MATTERS
WE WILL TAKE CARE OF ASTEROTH
RUN. NOW.
" AND SO I RAN.
" WHILST THE ORDER OF THE BLESSED INQUIRY SUMMONED ALL OF ITS POWER..
"... AND CHANNELLED IT THROUGH SILAS HAND.."

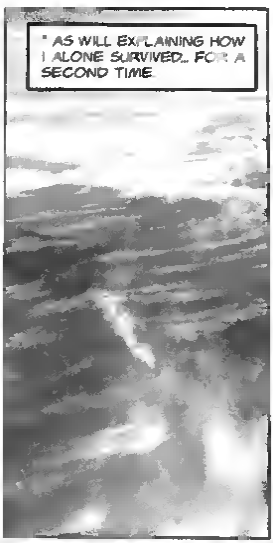

" AND LET GO
" HE UNDERSTOOD EVERYTHING THAT THIS WAS HIS DESTINY
" THOSE WHO BURN BRIGHTEST, DIE THE HARDEST
" SILAS HAND WAS A DAGGER OF LIGHT THRUST INTO THE HEART OF CHAOS "

EMPEROR PRESERVE ME...
" WHEN I REGAINED CONSCIOUSNESS, EVERYTHING WAS GONE.

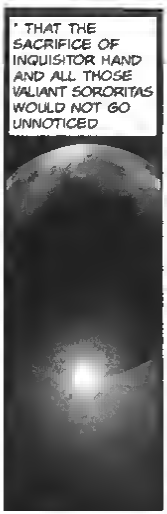
" MOUNTAIN, CONVENT... EVERYTHING.
" THE IMPERIUM KNEW INSTANTLY OF THE LOSS OF THE HAMMER OF THOR, BUT EVEN SO, THE RESCUE WOULD NOT BE IMMEDIATE.

" I WAS TO SPEND THAT TIME SURVIVING, WITH SACRED KNOWLEDGE THROBBING INSIDE MY HEAD.

" ITS MEANING WAS UNCLEAR, EVEN TO ME-THE MASS MIND DID NOT THINK AS ANY NORMAL HUMAN DOES.
" UNDERSTANDING IT ALL WOULD TAKE A VERY LONG TIME INDEED.


" AS WILL EXPLAINING HOW I ALONE SURVIVED... FOR A SECOND TIME.

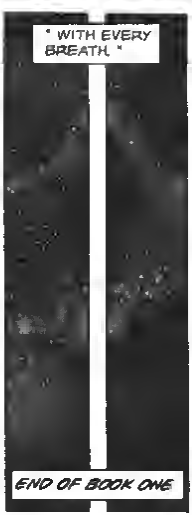
" I HAD BECOME A WEAPON OF LIGHT AGAINST CHAOS.


" THAT THE SACRIFICE OF INQUISITOR HAND AND ALL THOSE VALIANT SORORITAS WOULD NOT GO UNNOTICED.

" OR UNAVENGED.

" THIS WAS MY PLEDGE.

" FOR I WAS ADEPTUS SORORITAS.


" WITH EVERY BREATH. "
END OF BOOK ONE